

Scratch Nature Scene Assignment Instructions

Make a Nature Scene that has the following elements:

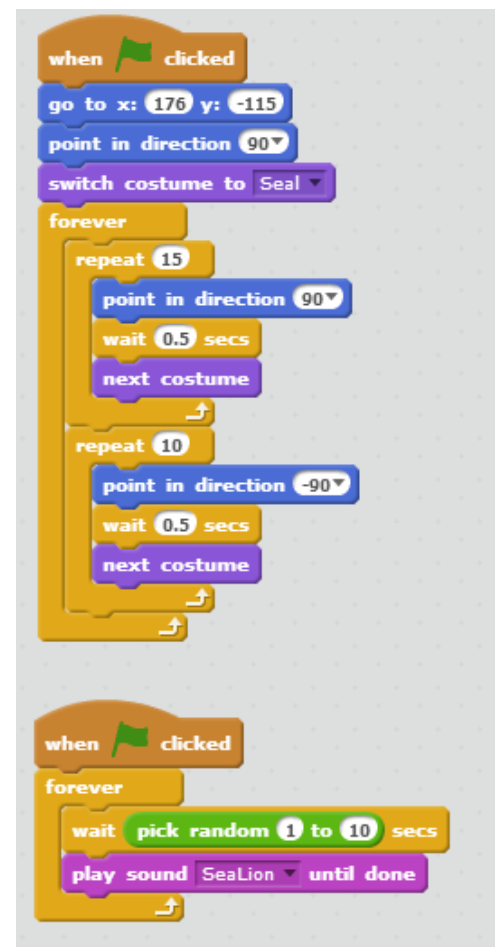
- 5 Sprites moving in the scene.
- Use “if on edge, bounce” block.
- Use “set rotation style left-right” block.
- Each sprite has a different motion.
- Sound FX
- At least 1 character is animated.
- The aquarium starts using “when green flag clicked” block.

Your nature scene cannot be a copy of this example. Many of the elements and the blocks can be the same, but you must use them differently.



Start by opening the file “Nature”.

You will need to go to: File>Upload from your computer.
It is located in the ECS folder.





Duck

```

when clicked
  go to x: -169 y: -46
  point in direction 90
  switch costume to Duck1
  forever
    wait 5 secs
    repeat 14
      next costume
      wait 0.2 secs
    end repeat
  end forever

when clicked
  forever
    point in direction 90
    glide 5 secs to x: 132 y: -54
    wait 5 secs
    point in direction -90
    glide 5 secs to x: -169 y: -46
    wait 5 secs
  end forever

when clicked
  forever
    wait 4 secs
    play sound Duck until done
  end forever

```



Bird

```

when clicked
  go to x: 194 y: 111
  point in direction 90
  set rotation style left-right
  forever
    move 20 steps
    next costume
    wait 0.4 secs
    if on edge, bounce
  end forever

when clicked
  forever
    play sound Bird until done
    wait pick random 1 to 15 secs
  end forever

```



Butterfly1

```

when clicked
  point in direction 90
  go to x: 194 y: 17
  set rotation style left-right
  forever
    move 2 steps
    set y to 100 * sin of x position
    if on edge, bounce
    if touching Duck ? or touching Bird ? then
      move 5 steps
    end if
  end forever

```